

## 2016 AIT FH Schedule of Fees

Name of Course: Bachelor of Interactive Media (Game Development)  
 Delivery Method: Face to Face (On-Campus)  
 Delivery Location: Ultimo campus  
 Duration: 24 months (Accelerated) 36 Months (Standard)  
 Fee Schedule Period: 1 January 2016 to 31 December 2016

Notes: Course duration calculated on 7 day week  
 Each term is 15 weeks (105 days)  
 Census date is the 28th day of each term  
 6 terms of study (630 days - does not include term breaks)

Study Period	Unit of Study Name	Unit of Study Code	Tuition Fee	EFTSL	End Date (day into the course)	Census Date (day into the course)	RPL Unit Code	RPL Unit Fee	RPL EFTSL
Term 1	Digital Storytelling	MED1008	1995	0.125	105	28	MED1008	0	0
Term 1	Creative Drawing	DES1020	1995	0.125	105	28	DES1020	0	0
Term 1	Shooting and Editing	DES1050	1995	0.125	105	28	DES1050	0	0
Term 1	Animation	ANI1016	1995	0.125	105	28	ANI1016	0	0
Term 2	Screen Language	FIL1010	1995	0.125	210	133	FIL1010	0	0
Term 2	Digital images	DES1013	1995	0.125	210	133	DES1013	0	0
Term 2	Game design	MED1022	1995	0.125	210	133	MED1022	0	0
Term 2	2D Interactivity	INT1028	1995	0.125	210	133	INT1028	0	0
Diploma Exit									
Term 3	Digital pathways	MED1001	1995	0.125	315	238	MED1001	0	0
Term 3	Digital Audio Design	FIL1020	1995	0.125	315	238	FIL1020	0	0
Term 3	Game development	INT1029	1995	0.125	315	238	INT1029	0	0
Term 3	3D Introduction	ANI1006	1995	0.125	315	238	ANI1006	0	0
Term 4	Entertainment and Media	MED1060	1995	0.125	420	343	MED1060	0	0
Term 4	Design principles	DES1014	1995	0.125	420	343	DES1014	0	0
Term 4	Virtual worlds	INT1026	1995	0.125	420	343	INT1026	0	0
Term 4	Elective 1	BIM001	1995	0.125	420	343	BIM001	0	0

Associate Degree Exit									
Term 5	Decoding Media	MED3001	1995	0.125	525	448	MED3001	0	0
Term 5	Elective 2	BIM002	1995	0.125	525	448	BIM002	0	0
Term 5	Elective 3	BIM003	1995	0.125	525	448	BIM003	0	0
Term 5	Elective 4	BIM004	1995	0.125	525	448	BIM004	0	0
Term 6	The Forge	PRO1001	5985	0.375	630	553	PRO1001	0	0
Term 6	The Launch Pad	PRO1010	1995	0.125	630	553	PRO1010	0	0
Bachelor Exit									
* Electives are taken in place of subjects BIM001, BIM002, BIM003, BIM004									
Elective *	Advanced screen production	FIL3036	1995	0.125			FIL3036	0	0
Elective *	Commercial Film	FIL3065	1995	0.125			FIL3065	0	0
Elective *	Documentary production	FIL3037	1995	0.125			FIL3037	0	0
Elective *	Motion Graphics	ANI1050	1995	0.125			ANI1050	0	0
Elective *	Cinematography	FIL1019	1995	0.125			FIL1019	0	0
Elective *	Screen production	FIL1034	1995	0.125			FIL1034	0	0
Elective *	Visual Effects (VFX)	FIL1060	1995	0.125			FIL1060	0	0
Elective *	Internship	SPC3038	1995	0.125			SPC3038	0	0
Elective *	3D Introduction	ANI1006	1995	0.125			ANI1006	0	0
Elective *	3D Modelling	ANI1027	1995	0.125			ANI1027	0	0
Elective *	Advanced 3D modelling	ANI3033	1995	0.125			ANI3033	0	0
Elective *	Animation	ANI1016	1995	0.125			ANI1016	0	0
Elective *	3D Animation	ANI1031	1995	0.125			ANI1031	0	0
Elective *	Animation Production	ANI1044	1995	0.125			ANI1044	0	0
Elective *	Advanced 2D Animation	ANI1037	1995	0.125			ANI1037	0	0
Elective *	Advanced 3D animation	ANI3032	1995	0.125			ANI3032	0	0
Elective *	2D Interactivity	INT1028	1995	0.125			INT1028	0	0
Elective *	Advanced Game Project	INT1035	3990	0.25			INT1035	0	0
Elective *	Advance Game Development	INT3056	1995	0.125			INT3056	0	0
Elective *	Game development	INT1029	1995	0.125			INT1029	0	0
Elective *	Virtual worlds	INT1026	1995	0.125			INT1026	0	0
Elective *	Digital Illustration	DES1021	1995	0.125			DES1021	0	0